

ONLINE VERSION

# Gen Fu

Xin Yi Liu He Quan



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## [ How to read the move lists ]

|         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|---------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Move    | The name of the technique. The number next to the move indicates the order in which it appears in a combo.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| Status  | Indicates the status of a character after the move is performed.<br>There are a number od status indicators: "Back"( facing backwards ), "Bokuho"( Bokuho ), "Lay" ( lying down ), "Dokuritsu"( Dokuritsu-Ho ), "Kasenko"( Kasenko ), and "Dokuja"( Dokuja-Fujin ). A blank indicates the character will face forward after the move.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| Command | The command input necessary to perform the move ( assumes the character is facing right ). <div><div><div><div><div></div><div></div></div><div>Push the pad/stick in that direction</div></div><div><div><div></div><div></div></div><div>The Punch / The Y button on the controller</div></div><div><div><div></div><div></div></div><div>The Free / The X button on the controller</div></div><div><div><div></div><div></div></div><div>Press the buttons at the same time</div></div><div><div><div></div><div></div></div><div>By pressing and holding the button, you can perform a Charge Attack</div></div></div><div><div><div></div><div></div></div><div>Hold the pad/stick in that direction</div></div><div><div><div></div><div></div></div><div>The Kick / The B button on the controller</div></div><div><div><div></div><div></div></div><div>The Appeal / Right Bumper on the controller</div></div><div><div><div></div><div></div></div><div>Leave a short pause</div></div></div> |

|           |                                                                                                                                                                                                                                                                                                                                                                                                                  |
|-----------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Hit       | Indicates the difference in inactive time between two characters when a move successfully hits.<br>[ for instance, a "2" means that the character who performed the move will be inactive for 2 frames longer than the character that was hit. ]<br>The "x" indicates that the receiving character will be knocked down, while "Cr" means that the move triggers a critical hit even when it is landed normally. |
| Guard     | Indicates the difference in inactive time between two characters when a move is blocked.<br>[ for instance, an "11" means that the character who performed the move will be inactive for 11 frames longer than the character that blocked. ]<br>GB (Guard Break) indicates moves that can break through a block. Even if the defending character blocks, a critical hit will occur.                              |
| Hold      | Indicates which Hold countermove is effective against the move. "Divert" indicates that the move will be diverted away and the defending character will end up behind the attacker.                                                                                                                                                                                                                              |
| Inactive  | Indicates the difference in inactive time between two characters when a throw or Hold move is successful.<br>[ for instance, a "16" means that the character who was successful in the throw can move 16 frames earlier. ]                                                                                                                                                                                       |
| Def. Fall | Indicates if a defensive fall is possible or not.                                                                                                                                                                                                                                                                                                                                                                |
| Floor     | Indicates whether or not the move will trigger a floor-based danger zone explosion.                                                                                                                                                                                                                                                                                                                              |
| Wall      | Indicates whether or not a throw move will change if it is performed near a wall.<br>[ "Front" if the wall is in front, "Back" if it is in back. ]                                                                                                                                                                                                                                                               |
| Close     | Indicates the presence of a "close hit" property. If this is present, the blow will cause more damage than usual if the characters are right next to each other.                                                                                                                                                                                                                                                 |
| Flying    | Distance of flight to wall. If the nearest wall is within the distance ( in meters ) indicated here, a successful hit will cause the victim to be slammed into the wall, triggering the wall hit animation.<br>[ "Back" if the wall is in back. ]                                                                                                                                                                |
| Down      | Blows that can hit opponents when they are down.                                                                                                                                                                                                                                                                                                                                                                 |

| Basic Blows |  |         |           |         |        |     |       |          |  |            |      |
|-------------|--|---------|-----------|---------|--------|-----|-------|----------|--|------------|------|
| Move        |  | Command | Attribute | Frame   | Damage | Hit | Guard | Hold     |  | Flying     | Down |
| Junho-Sui   |  |         | High      | 10(2)13 | 10     | 2   | 3     | High P   |  | —          | —    |
| Tanho-Choyo |  |         | Middle    | 15(3)21 | 20     | 8   | 11    | Middle P |  | —          | ●    |
| Hosui       |  |         | Low       | 15(2)20 | 5      | 0   | 4     | Low P    |  | —          | ●    |
| Kodan-Tai   |  |         | High      | 11(3)26 | 24     | Cr  | 10    | High K   |  | 1(Counter) | —    |
| Dantai      |  |         | Middle    | 14(2)24 | 25     | Cr  | 9     | Middle K |  | —          | —    |
| Fujin-Kyaku |  |         | Low       | 15(2)25 | 12     | 6   | 9     | Low K    |  | —          | ●    |

| Back-Facing Blows           |  |         |                      |         |        |     |       |          |  |            |      |
|-----------------------------|--|---------|----------------------|---------|--------|-----|-------|----------|--|------------|------|
| Move                        |  | Command | Attribute            | Frame   | Damage | Hit | Guard | Hold     |  | Flying     | Down |
| Tenshin-Hosui               |  |         | High                 | 10(2)19 | 13     | 4   | 5     | High P   |  | —          | —    |
| ① Haisei-Banchu             |  |         | Middle               | 13(2)22 | 18     | 7   | 8     | Middle P |  | —          | —    |
| ② (Banchu, Tanho-Choyo)     |  |         | Middle Middle        | 22(3)23 | 18     | 6   | 6     | Middle P |  | —          | ●    |
| ③ (Banchu, Tanho, Kosonzan) |  |         | Middle Middle Middle | 20(3)22 | 20     | 8   | 7     | Middle P |  | —          | —    |
| ③ (Ban-Ho-Yokei)            |  |         | Middle Middle Middle | 30(3)32 | 30     | ×   | 9     | Middle P |  | 2          | —    |
| Tenshin-Kahosui             |  |         | Low                  | 13(2)20 | 11     | 1   | 5     | Low P    |  | —          | ●    |
| Tenshin-Shutai              |  |         | High                 | 14(2)27 | 30     | Cr  | 10    | High K   |  | 1(Counter) | —    |
| Koshu-Tai                   |  |         | Middle               | 14(5)33 | 27     | Cr  | 17    | Middle K |  | 1          | —    |
| Tenshin-Kato-Kyaku          |  |         | Low                  | 16(3)27 | 25     | -8  | 14    | Low K    |  | —          | ●    |
| Tenshin-Choryo              |  |         | Middle               | 16(3)23 | 17     | Cr  | 12    | Middle P |  | —          | —    |
| Haisei-Ugyu-Haito           |  |         | Middle               | 17(3)34 | 38     | ×   | 9     | Middle P |  | 3.5        | —    |

| Jumping Blows  |  |                                       |           |             |        |     |       |                  |  |        |      |
|----------------|--|---------------------------------------|-----------|-------------|--------|-----|-------|------------------|--|--------|------|
| Move           |  | Command                               | Attribute | Frame       | Damage | Hit | Guard | Hold             |  | Flying | Down |
| Chuku-Joho-Sui |  | During a forward jump<br>             | Middle    | 20(4)25 ※ 1 | 15     | Cr  | ~14   | Jumping Middle P |  | —      | —    |
| Chuku-Tokyaku  |  | During a forward jump<br>             | Middle    | 20(4)30 ※ 1 | 30     | ×   | ~16   | Jumping Middle K |  | 2      | —    |
| Hiyaku-Soha    |  | After landing from a forward jump<br> | Middle    | 55(3)28     | 38     | ×   | 5     | Middle P         |  | 3.5    | —    |
| Hiyaku-Sotai   |  | After landing from a forward jump<br> | Low       | 60(5)32     | 25     | Cr  | 19    | Low K            |  | —      | ●    |

※ 1 At fastest

| Get-Up Attacks     |  |                              |           |         |        |     |       |          |  |        |      |
|--------------------|--|------------------------------|-----------|---------|--------|-----|-------|----------|--|--------|------|
| Move               |  | Command                      | Attribute | Frame   | Damage | Hit | Guard | Hold     |  | Flying | Down |
| Rising High Kick   |  | Face up, feet to enemy<br>   | High      | 35(4)16 | 20     | Cr  | 6     | High K   |  | -      | -    |
| Rising Middle Kick |  | Face up, feet to enemy<br>   | Middle    | 35(4)18 | 20     | Cr  | 6     | Middle K |  | -      | -    |
| Rising Low Kick    |  | Face up, feet to enemy<br>   | Low       | 34(4)16 | 20     | Cr  | 8     | Low K    |  | -      | ●    |
| Rising High Kick   |  | Face down, feet to enemy<br> | High      | 35(4)16 | 20     | Cr  | 6     | High K   |  | -      | -    |

| Get-Up Attacks     |  |                                                    |           |         |        |     |       |          |  |        |      |
|--------------------|--|----------------------------------------------------|-----------|---------|--------|-----|-------|----------|--|--------|------|
| Move               |  | Command                                            | Attribute | Frame   | Damage | Hit | Guard | Hold     |  | Flying | Down |
| Rising Middle Kick |  | Face down, feet to enemy<br>⬇️ <b>K</b>            | Middle    | 35(4)18 | 20     | Cr  | 6     | Middle K |  | -      | -    |
| Rising Low Kick    |  | Face down, feet to enemy<br>⬇️ <b>K</b>            | Low       | 34(4)16 | 20     | Cr  | 8     | Low K    |  | -      | ●    |
| Rising High Kick   |  | Face up, head to enemy<br>⬆️ <b>K</b>              | High      | 35(4)16 | 20     | Cr  | 6     | High K   |  | -      | -    |
| Rising Middle Kick |  | Face up, head to enemy<br>⬆️ <b>K</b>              | Middle    | 35(4)18 | 20     | Cr  | 6     | Middle K |  | -      | -    |
| Rising Low Kick    |  | Face up, head to enemy<br>⬇️ <b>K</b>              | Low       | 34(4)16 | 20     | Cr  | 8     | Low K    |  | -      | ●    |
| Rising High Kick   |  | Face down, head to enemy<br>⬆️ <b>K</b>            | High      | 33(4)16 | 20     | Cr  | 6     | High K   |  | -      | -    |
| Rising Middle Kick |  | Face down, head to enemy<br>⬆️ <b>K</b>            | Middle    | 33(4)18 | 20     | Cr  | 6     | Middle K |  | -      | -    |
| Rising Low Kick    |  | Face down, head to enemy<br>⬇️ <b>K</b>            | Low       | 32(4)16 | 20     | Cr  | 8     | Low K    |  | -      | ●    |
| Koyo-Shin-I-Kiha   |  | Face down, head to enemy<br>⬆️ <b>P</b> + <b>K</b> | Middle    | 25(3)36 | 35     | ×   | 12    | Middle P |  | 2.5    | -    |

| Unique Combo Attacks      |        |                                          |                         |            |        |     |       |          |       |                                    |      |
|---------------------------|--------|------------------------------------------|-------------------------|------------|--------|-----|-------|----------|-------|------------------------------------|------|
| Move                      | Status | Command                                  | Attribute               | Frame      | Damage | Hit | Guard | Hold     | Close | Flying                             | Down |
| ① (Junho-Sui)             |        | <b>P</b>                                 | High                    | 10(2)13    | 10     | 2   | 3     | High P   | —     | —                                  | —    |
| ① (Tenshin-Hosui)         |        | <b>P</b>                                 | High                    | 10(2)13    | 10     | 2   | 3     | High P   | —     | —                                  | —    |
| ① To-Sho                  |        | ⬅️ <b>P</b>                              | High                    | 14(3)16    | 16     | Cr  | 8     | High P   | —     | —                                  | —    |
| ② Rensui                  |        | <b>P</b> <b>P</b>                        | (High, High)            | 8(2)15     | 12     | 5   | 7     | High P   | —     | —                                  | —    |
| ③ Rensui-Tanpa            |        | <b>P</b> <b>P</b> <b>P</b>               | (High, High) Middle     | 18(2)24    | 25     | Cr  | 5     | Middle P | —     | 2                                  | —    |
| ③ Hakuja-Rensui           |        | <b>P</b> <b>P</b> ⬅️ <b>P</b>            | (High, High) Low        | 19(2)26    | 20     | 6   | 11    | Low P    | —     | —                                  | ●    |
| ③ Kodan-Tai               |        | <b>P</b> <b>P</b> <b>K</b>               | (High, High) High       | 12(3)26    | 24     | Cr  | 10    | High K   | —     | 1(Counter)                         | —    |
| ③ Rensui-Zenso            |        | <b>P</b> <b>P</b> ⬅️ <b>K</b>            | (High, High) Low        | 21(4)32    | 25     | Cr  | 18    | Low K    | —     | —                                  | ●    |
| Kohoto                    |        | ⬅️ <b>P</b>                              | High                    | 12(2)26    | 26     | Cr  | 10    | High P   | —     | 1                                  | —    |
| ① Banchu                  |        | ⬅️ <b>P</b>                              | Middle                  | 11(2)22    | 18     | 7   | 8     | Middle P | —     | —                                  | —    |
| ② Banchu, Tanho-Choyo     |        | ⬅️ <b>P</b> <b>P</b>                     | Middle Middle           | 22(3)23    | 18     | 8   | 11    | Middle P | —     | —                                  | ●    |
| ③ Banchu, Tanho, Kosonzan |        | ⬅️ <b>P</b> <b>P</b> <b>P</b>            | Middle Middle Middle    | 20(3)19    | 20     | -11 | 8     | Middle P | —     | 1(Counter)                         | —    |
| ③ Ban-Ho-Yokei            |        | ⬅️ <b>P</b> <b>P</b> <b>P</b> + <b>K</b> | Middle Middle Middle    | 30(3)32    | 30     | ×   | 9     | Middle P | —     | 2                                  | —    |
| ① Kaiho-Ganseki           |        | ⬅️ <b>P</b>                              | Middle                  | 15(2)22    | 22     | 0   | 5     | Middle P | —     | —                                  | —    |
| ② Kaiho, Yosoku           |        | ⬅️ <b>P</b> <b>P</b>                     | Middle Middle           | 24(3)29    | 30     | ×   | 12    | Middle P | —     | 1                                  | ●    |
| ② Kaiho, Sosui            |        | ⬅️ <b>P</b> ⬅️ <b>P</b>                  | (Middle, Middle)        | 15(2)23    | 16     | Cr  | 7     | Middle P | —     | —                                  | —    |
| ③ Kaiho, Sosui, Soha      |        | ⬅️ <b>P</b> ⬅️ <b>P</b> <b>P</b>         | (Middle, Middle) Middle | 18(3)30    | 30     | ×   | 5     | Middle P | —     | 3.5                                | —    |
| ① (Tanho-Choyo)           |        | ⬅️ <b>P</b>                              | Middle                  | 15(3)21    | 20     | 8   | 11    | Middle P | —     | —                                  | —    |
| ② Tanho, Kosonzan         |        | ⬅️ <b>P</b> <b>P</b>                     | Middle Middle           | 25(3)19    | 22     | 10  | 8     | Middle P | —     | —                                  | —    |
| Choryo                    |        | ⬅️ <b>P</b>                              | Middle                  | 13(3)23    | 24     | Cr  | 12    | Middle P | —     | —                                  | —    |
| Hakuja-Honsui             |        | ⬅️ <b>P</b>                              | Low                     | 18(2)26    | 20     | 5   | 10    | Low P    | —     | —                                  | ●    |
| Tanpa                     |        | ⬅️ ⬅️ <b>P</b>                           | Middle                  | 12(2)23    | 25     | Cr  | 5     | Middle P | —     | 2                                  | —    |
| ① Rokugo-Rihosui          | Back   | ⬅️ ⬅️ <b>P</b> CHARGE                    | Middle                  | 27~50(9)26 | 32~52  | ×   | 11    | Middle P | —     | Normally: 1(Counter)<br>Maximum: 2 | ●    |
| ② Choki-Yusoku            |        | ⬅️ ⬅️ <b>P</b> <b>P</b>                  | Middle                  | 20(5)23    | 26     | Cr  | 7     | Middle P | —     | —                                  | —    |
| Kosonzan                  |        | ⬅️ ⬅️ <b>P</b>                           | Middle                  | 15(3)18    | 22     | -11 | 6     | Middle P | —     | 1(Counter)                         | —    |
| Yosokuha                  |        | ⬅️ ⬅️ <b>P</b>                           | Middle                  | 16(3)27    | 30     | ×   | 9     | Middle P | —     | 1                                  | ●    |

| Unique Combo Attacks   |        |                                  |                      |            |         |     |       |                  |          |                                    |      |   |
|------------------------|--------|----------------------------------|----------------------|------------|---------|-----|-------|------------------|----------|------------------------------------|------|---|
| Move                   | Status | Command                          | Attribute            | Frame      | Damage  | Hit | Guard | Hold             | Close    | Flying                             | Down |   |
| Ugyu-Haito             |        | ↘↘ P                             | Middle               | 16(3)34    | 42      | ×   | 12    | Middle P         | ○        | 3.5                                | —    |   |
| ① Oda                  |        | ↘↘↘ P                            | Middle               | 19(2)25    | 20      | Cr  | 10    | Middle P         | —        | 1                                  | —    |   |
| ② Oshu-Kosoha          |        | ↘↘↘ P P                          | Middle Middle        | 18(3)28    | 32      | ×   | 5     | Middle P         | —        | 3.5                                | —    |   |
| Sen-Shippo             |        | ↘↘↘ P CHARGE                     | Middle               | 41~64(5)25 | 35~55   | ×   | GB    | Middle P         | —        | 5                                  | —    |   |
| Senpo                  |        | ↘↘↘ P F                          | —                    | 70         | 0       | —   | —     | —                | —        | —                                  | —    |   |
| Yokei                  |        | ↘↘ P                             | Middle               | 24(3)32    | 30      | ×   | 9     | Middle P         | —        | 4                                  | —    |   |
|                        |        | ↘↘ P                             |                      |            |         |     |       |                  |          |                                    |      |   |
| Han-Senpu              |        | ↘ K                              | Middle               | 14(4)26    | 24      | Cr  | 12    | Jumping Middle K | —        | 1(Counter)                         | —    |   |
| ① Senpu-Kyaku          |        | ↘ K                              | High                 | 19(5)30    | 32      | Cr  | 14    | High K           | —        | 2.5                                | —    |   |
| ② Senpu-Zenso-Tai      |        | ↘ K K                            | High Low             | 25(5)32    | 25      | Cr  | 19    | Low K            | —        | 2                                  | ●    |   |
| Tenshin-Koshu-Tai      |        | ↘ K                              | Middle               | 16(3)45    | 35      | ×   | 30    | Middle K         | —        | 1                                  | —    |   |
| Sokutan-Kyaku          |        | ↘ K                              | High                 | 14(2)26    | 24      | Cr  | 11    | High K           | —        | 1(Counter)                         | —    |   |
| ① Keitai               |        | ➡ K                              | Middle               | 13(2)23    | 20      | Cr  | 7     | Middle K         | —        | —                                  | —    |   |
| ② Keitai, Han-Senpu    |        | ➡ K K                            | Middle Middle        | 31(4)26    | 24      | Cr  | 12    | Jumping Middle K | —        | 1(Counter)                         | —    |   |
| ① (Dantai)             |        | ↘ K                              | Middle               | 14(2)24    | 25      | Cr  | 9     | Middle K         | —        | —                                  | —    |   |
| ② Jashutsu-Do          |        | ↘ K P                            | Middle Middle        | 24(3)26    | 20      | Cr  | 11    | Middle P         | —        | —                                  | —    |   |
| ③ Senryu-Ha            |        | ↘ K P P                          | Middle Middle High   | 23(3)26    | 36      | Cr  | GB    | High P           | —        | 2.5                                | —    |   |
| ③ Rosu-Yokanzan        |        | ↘ K P ↘ P                        | Middle Middle Middle | 19(3)28    | 30      | ×   | 5     | Middle P         | ○        | 3.5                                | —    |   |
| ① Shichisun-Tai        |        | ↘ K                              | Low                  | 17(2)23    | 15      | 5   | 7     | Low K            | —        | —                                  | ●    |   |
| ② Shichisun, Ugyu      |        | ↘ K P                            | Low Middle           | 30(3)35    | 35      | ×   | 12    | Middle P         | —        | 3.5                                | —    |   |
| ② Shichisun, Zenso-Tai |        | ➡ K K                            | Low Low              | 30(5)32    | 25      | Cr  | 19    | Low K            | —        | —                                  | ●    |   |
| ① Soja-Sho             |        | P + K                            | Middle               | 16(3)25    | 22      | Cr  | 11    | Middle P         | —        | —                                  | —    |   |
| ② Jasui                |        | P + K P                          | Middle High          | 18(2)22    | 20      | Cr  | 7     | High P           | —        | —                                  | —    |   |
| ③ Jatoshin             |        | P + K P P                        | Middle High Middle   | 23(2)25    | 30      | ×   | 5     | Middle P         | —        | 2                                  | ●    |   |
| ② Ryukei-Kakuo         |        | P + K ↘ P                        | Middle Middle        | 24(3)25    | 28      | Cr  | 11    | Middle P         | —        | —                                  | —    |   |
| Kobokuha               |        | ↘ P + K                          | Middle               | 13(2)25    | 25      | Cr  | 8     | Middle P         | —        | 1                                  | —    |   |
| Soha                   |        | ↘ P + K                          | Middle               | 18(3)28    | 32      | ×   | 6     | Middle P         | ○        | 3.5                                | —    |   |
| Toha                   |        | ↘ P + K                          | High                 | 18(2)20    | 30      | Cr  | 3     | High P           | —        | 1(Counter).5                       | —    |   |
| ① Yuho-Chosho          |        | ↘ P + K                          | Middle               | 18(5)23    | 26      | Cr  | 12    | Middle P         | —        | —                                  | ●    |   |
| ② Enho-Tekigetsu       | Back   | ↘ P + K P CHARGE                 | Middle               | 27~50(9)26 | 32~52   | ×   | GB    | Middle P         | —        | Normally: 1(Counter)<br>Maximum: 2 | ●    |   |
| Byakko-Soha            |        | ↘ P + K CHARGE                   | Middle               | 45~83(3)28 | 35~55   | ×   | GB    | Middle P         | —        | 5                                  | —    |   |
| ① Zansui               |        | ↘ P + K                          | High                 | 15(2)29    | 10      | ×   | 12    | High P           | —        | 1                                  | —    |   |
|                        |        |                                  | Middle               |            | 25      |     |       | Middle K         |          |                                    |      |   |
| ② Yoshi-Saiken         |        | ↘ P + K P                        | High<br>Middle       | Middle     | 22(3)36 | 28  | ×     | 11               | Middle P | —                                  | 3.5  | — |
| Sohi-Kyaku             |        | F + K                            | High                 | 16(3)30    | 28      | Cr  | 14    | High K Divert    | —        | 1(Counter)                         | —    |   |
| Zenso-Tai              |        | ↘ F + K                          | Low                  | 23(5)32    | 25      | Cr  | 19    | Low K            | —        | —                                  | ●    |   |
| Hocho-Yosho            |        | While jumping over obstacle<br>P | Middle               | 40(8)11    | 15      | Cr  | GB    | Middle P         | —        | —                                  | —    |   |
| Hocho-Yokyaku          |        | While jumping over obstacle<br>K | Middle               | 37(8)20    | 30      | ×   | GB    | Middle K         | —        | 2                                  | —    |   |

| Throws              |  |                                                 |                  |         |          |          |           |       |       |        |  |
|---------------------|--|-------------------------------------------------|------------------|---------|----------|----------|-----------|-------|-------|--------|--|
| Move                |  | Command                                         | Attribute        | Frame   | Damage   | Inactive | Def. Fall | Floor | Wall  | Flying |  |
| Juji-Kao            |  |                                                 | High Front       | 5(2)23  | 40       | —        | —         | ●     | —     | —      |  |
| Yosan               |  | When enemy's back faces a slope<br>             | High Front       | 5(2)23  | ※ 2      | —        | —         | —     | —     | —      |  |
| Dai-Ryukei          |  | When back faces a slope<br>                     | High Front       | 5(2)23  | ※ 2      | —        | —         | —     | —     | —      |  |
| ① Kenchifu          |  |                                                 | High Front       | 7(2)24  | 40       | 5        | —         | —     | —     | —      |  |
| ② Kokei             |  | During Kenchifu<br>                             | Deriv.           | —       | 20       | —        | ●         | ●     | —     | Front  |  |
| Shutai              |  |                                                 | High Front       | 10(2)25 | 45       | —        | ●         | ●     | Back  | —      |  |
|                     |  | While jumping<br>                               |                  | 44(2)24 |          |          |           |       |       |        |  |
| Ryubi-Senten        |  | Next to wall<br>                                | Wall             | 10(2)25 | 20+35    | —        | —         | —     | —     | —      |  |
| Shin-i-Ha           |  |                                                 | High Front<br>OH | 17(3)30 | 45       | —        | ●         | ●     | Front | Front  |  |
| Ryuyo               |  | Next to wall<br>                                | Wall             | 17(3)30 | 20+35    | —        | —         | —     | —     | —      |  |
|                     |  | Next to wall<br>                                |                  | 12(2)26 |          |          |           |       |       |        |  |
| Kokai-San-Osa       |  |                                                 | High Front       | 12(2)26 | 15+15+15 | 10       | —         | —     | —     | —      |  |
| Unpei-Nichigetsu-Ha |  |                                                 | High Front       | 12(2)26 | 25+25    | —        | ●         | ●     | Front | —      |  |
| Unpei-Tengessho     |  | In area with ceiling<br>                        | High Front       | 12(2)26 | 25+35    | Cr       | ●         | —     | Front | —      |  |
| Chuku-Rakuho        |  | To enemy in the air<br>                         | Air              | 5(2)36  | 0        | 13       | —         | —     | —     | —      |  |
| Kohaibi             |  | To enemy's back<br>                             | High Back        | 5(2)23  | 58       | —        | ●         | ●     | —     | Back   |  |
| Sokujin             |  | To enemy's back<br>                             | High Back        | 7(2)24  | 62       | —        | ●         | ●     | —     | 3      |  |
|                     |  | To enemy's back<br>                             | High Back<br>OH  | 17(3)30 |          |          |           |       |       |        |  |
|                     |  | To enemy's back,<br>while jumping<br>           | High Back        | 44(2)24 |          |          |           |       |       |        |  |
| Batetto             |  | To crouching enemy<br>                          | Low Front<br>OH  | 10(3)30 | 20+30    | —        | ●         | ●     | —     | Front  |  |
| Ribyo-Joju          |  | To crouching enemy<br>                          | Low Front        | 5(2)22  | 12+12+12 | 5        | —         | —     | —     | —      |  |
|                     |  | To crouching enemy,<br>while jumping<br>        |                  | 42(2)22 |          |          |           |       |       |        |  |
| Juji-Daiheki        |  | To crouching enemy's back<br>                   | Low Back         | 5(2)22  | 65       | —        | —         | ●     | —     | —      |  |
|                     |  | To crouching enemy's back,<br>while jumping<br> |                  | 42(2)22 |          |          |           |       |       |        |  |

※ 2 The damage of slope-based throws is dependent on the length of the slope.

| Holds           |  |                                       |           |        |          |          |           |       |      |        |  |
|-----------------|--|---------------------------------------|-----------|--------|----------|----------|-----------|-------|------|--------|--|
| Move            |  | Command                               | Attribute | Frame  | Damage   | Inactive | Def. Fall | Floor | Wall | Flying |  |
| Taizan-Hosui    |  | Against a high punch<br>↘ <b>F</b>    | High P    | 0(22)8 | 55       | —        | ●         | ●     | —    | —      |  |
| Yosoku-Tenha    |  | Against a high Kick<br>↘ <b>F</b>     | High K    | 0(22)8 | 55       | —        | ●         | ●     | —    | —      |  |
| Ryukei          |  | Against a middle punch<br>↙ <b>F</b>  | Middle P  | 0(22)8 | 10+10+35 | —        | ●         | ●     | —    | Front  |  |
| Ryuchobo        |  | Against a middle kick<br>↘ <b>F</b>   | Middle K  | 0(22)8 | 55       | —        | ●         | ●     | —    | Front  |  |
| Tenzan-Hosui    |  | Against a low punch<br>↘ <b>F</b>     | Low P     | 0(22)5 | 55       | —        | ●         | ●     | —    | —      |  |
| Daiso           |  | Against a low kick<br>↘ <b>F</b>      | Low K     | 0(22)5 | 55       | —        | ●         | ●     | —    | —      |  |
| Yoshi-Honshin   |  | Against a jumping punch<br>↙ <b>F</b> | Jumping P | 0(22)8 | 60       | —        | ●         | ●     | —    | Back   |  |
| Akusoku-Tototsu |  | Against a jumping kick<br>↘ <b>F</b>  | Jumping K | 0(22)8 | 35       | —        | ●         | ●     | —    | —      |  |
| Unique Holds    |  |                                       |           |        |          |          |           |       |      |        |  |
| Rensai-Shu      |  | Against a high punch<br>↘ <b>F</b>    | High      | 0(22)8 | 0        | 16       | —         | —     | —    | —      |  |
| Akusoku-Shosui  |  | Against a high Kick<br>↘ <b>F</b>     | High      | 0(22)8 | 0        | 17       | —         | —     | —    | —      |  |
| Bansai-Hatsu    |  | Against a middle punch<br>↙ <b>F</b>  | Middle    | 0(22)8 | 0        | 16       | —         | —     | —    | —      |  |
| Akusoku-Shoda   |  | Against a middle kick<br>↘ <b>F</b>   | Middle    | 0(22)8 | 0        | 17       | —         | —     | —    | —      |  |

| Down Attacks |  |                                                |  |             |        |  |  |  |  |  |  |
|--------------|--|------------------------------------------------|--|-------------|--------|--|--|--|--|--|--|
| Move         |  | Command                                        |  | Frame       | Damage |  |  |  |  |  |  |
| Rakushu-Geki |  | To knocked-down enemy<br>↙ <b>P</b> + <b>K</b> |  | 34(10)53/63 | 18     |  |  |  |  |  |  |

The inactive time frames are listed as (successful/unsuccessful).

| Special Moves |  |                                                                                                 |  |       |        |     |       |      |  |  |  |
|---------------|--|-------------------------------------------------------------------------------------------------|--|-------|--------|-----|-------|------|--|--|--|
| Move          |  | Command                                                                                         |  | Frame | Damage | Hit | Guard | Hold |  |  |  |
| Sokuten       |  | ↘ <b>P</b>                                                                                      |  | 44    | 0      | —   | —     | —    |  |  |  |
| Taunt 1       |  | ↙↘↙↘ <b>F</b> + <b>P</b> + <b>K</b>                                                             |  | 70    | 0      | —   | —     | —    |  |  |  |
| Taunt 2       |  | When using Costume 2<br>↙↘ <b>F</b> + <b>P</b> + <b>K</b><br>↘ <b>APPEAL</b> or ↙ <b>APPEAL</b> |  | 77    | 0      | —   | —     | —    |  |  |  |

| Tag Throws          |  |                                               |            |        |                |          |           |       |       |        |  |
|---------------------|--|-----------------------------------------------|------------|--------|----------------|----------|-----------|-------|-------|--------|--|
| Move                |  | Command                                       | Attribute  | Frame  | Damage         | Inactive | Def. Fall | Floor | Wall  | Flying |  |
| Unique Tag Throws   |  |                                               |            |        |                |          |           |       |       |        |  |
| Shitei-San-Renban   |  | Teamed with Eliot<br>F + P                    | High Front | 5(2)23 | 20+20+30       | —        | —         | ●     | —     | —      |  |
| Ryusei-Rakutai      |  | Teamed with Brad Wong<br>F + P                | High Front | 5(2)23 | 30+40          | —        | —         | ●     | —     | Front  |  |
| Soho-Raigeki        |  | Teamed with Helena<br>F + P                   | High Front | 5(2)23 | 10+20+20+20    | —        | —         | ●     | —     | —      |  |
| Unpei-Yogeki        |  | Teamed with Kasumi or Ayane<br>F + P          | High Front | 5(2)23 | 40+30          | —        | —         | ●     | —     | —      |  |
| Koboku-Kasshu       |  | Teamed with Zack<br>F + P                     | High Front | 5(2)23 | 30+10+10+10+10 | —        | —         | ●     | —     | —      |  |
| Shin-i-Yotenso      |  | Teamed with Leifang<br>F + P                  | High Front | 5(2)23 | 20+50          | —        | —         | ●     | Front | —      |  |
| Shin-i-Yotenko      |  | Teamed with Leifang,<br>next to wall<br>F + P | Wall       | 5(2)23 | 20+30+30       | —        | —         | —     | —     | —      |  |
| Kagi-Miyabi         |  | Teamed with Hayabusa<br>F + P                 | High Front | 5(2)23 | 30+40          | —        | —         | ●     | —     | —      |  |
| Shin-i-Gomo         |  | Teamed with Bayman or Leon<br>F + P           | High Front | 5(2)23 | 70             | —        | —         | —     | —     | —      |  |
| ① Shin-i-Geihai     |  | Teamed with Tina<br>F + P                     | High Front | 5(2)23 | 30+30          | —        | —         | ●     | —     | —      |  |
| ② Double Break      |  | During Shin-i-Geihai<br>F + P                 | Deriv.     | —      | 20             | —        | —         | ●     | —     | —      |  |
| Basic Tag Throw     |  |                                               |            |        |                |          |           |       |       |        |  |
| Unpei-Nichigetsu-Ha |  | When partner presses<br>F + P ※ 3             | High Front | ※ 4    | 35+15          | —        | ●         | ●     | —     | —      |  |

※ 3 The basic tag throw is performed when the tag partner does not have a unique tag throw with the character.

※ 4 Depends on tag partner.